

AMENDMENTS TO THE SPECIFICATION

IN THE SPECIFICATION:

Please amend the paragraph beginning on page 3, line 11, as follows:

--To achieve the above objective, the disclosed first loads in a plurality of frames, each of which has at least one non-rectangular object being output to a display. Then an ~~invalidate~~ invalidated rectangle from a specific frame is obtained. The invalidated rectangle is a rectangular area whose content changes between the specific frame and its previous frame. Afterwards, the graphical contents of the invalidated rectangle are refreshed. Each frame is similarly processed so that a non-rectangular dynamic UI is generated on the display.--